

SHILOH™

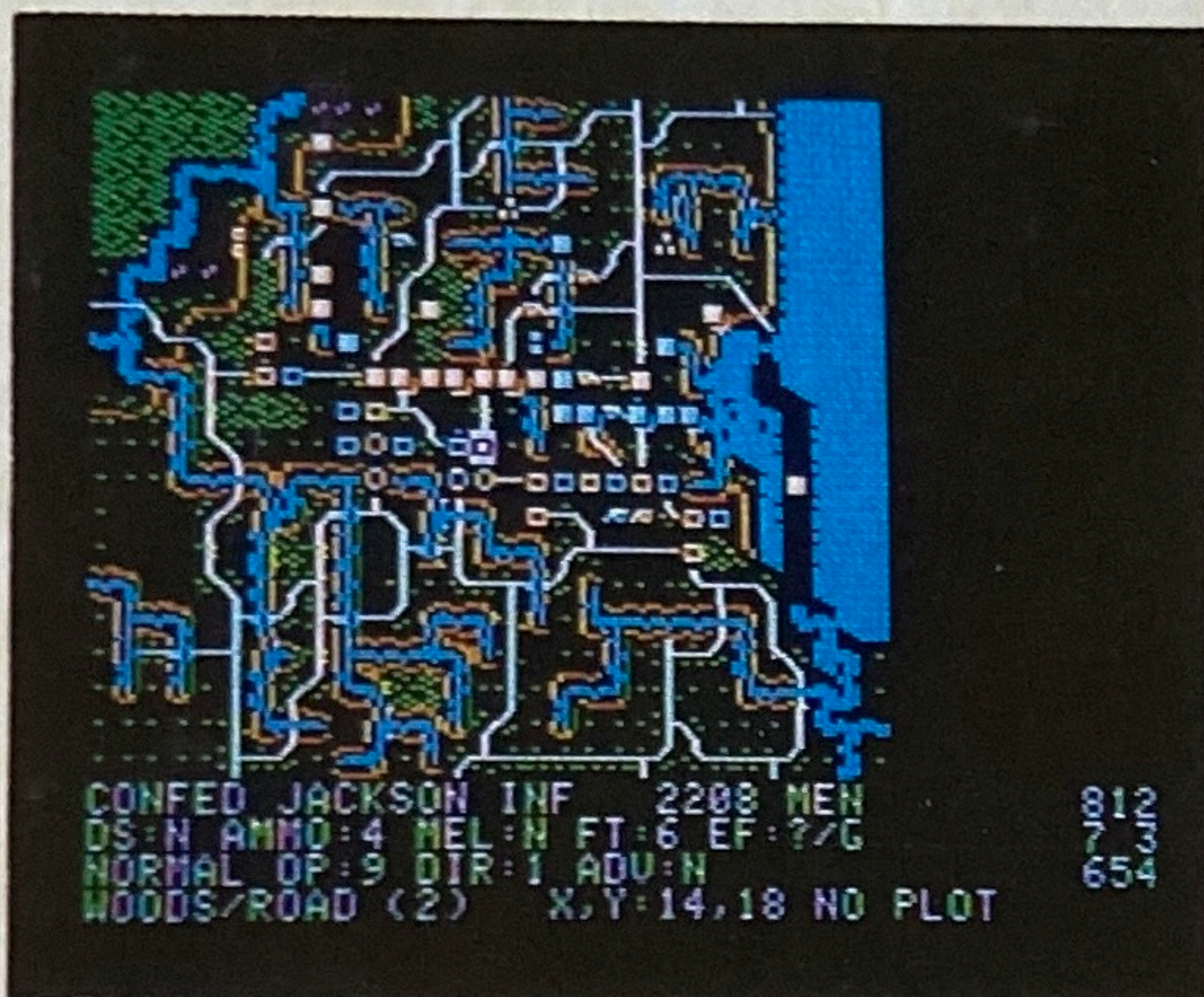
GRANT'S TRIAL IN THE WEST



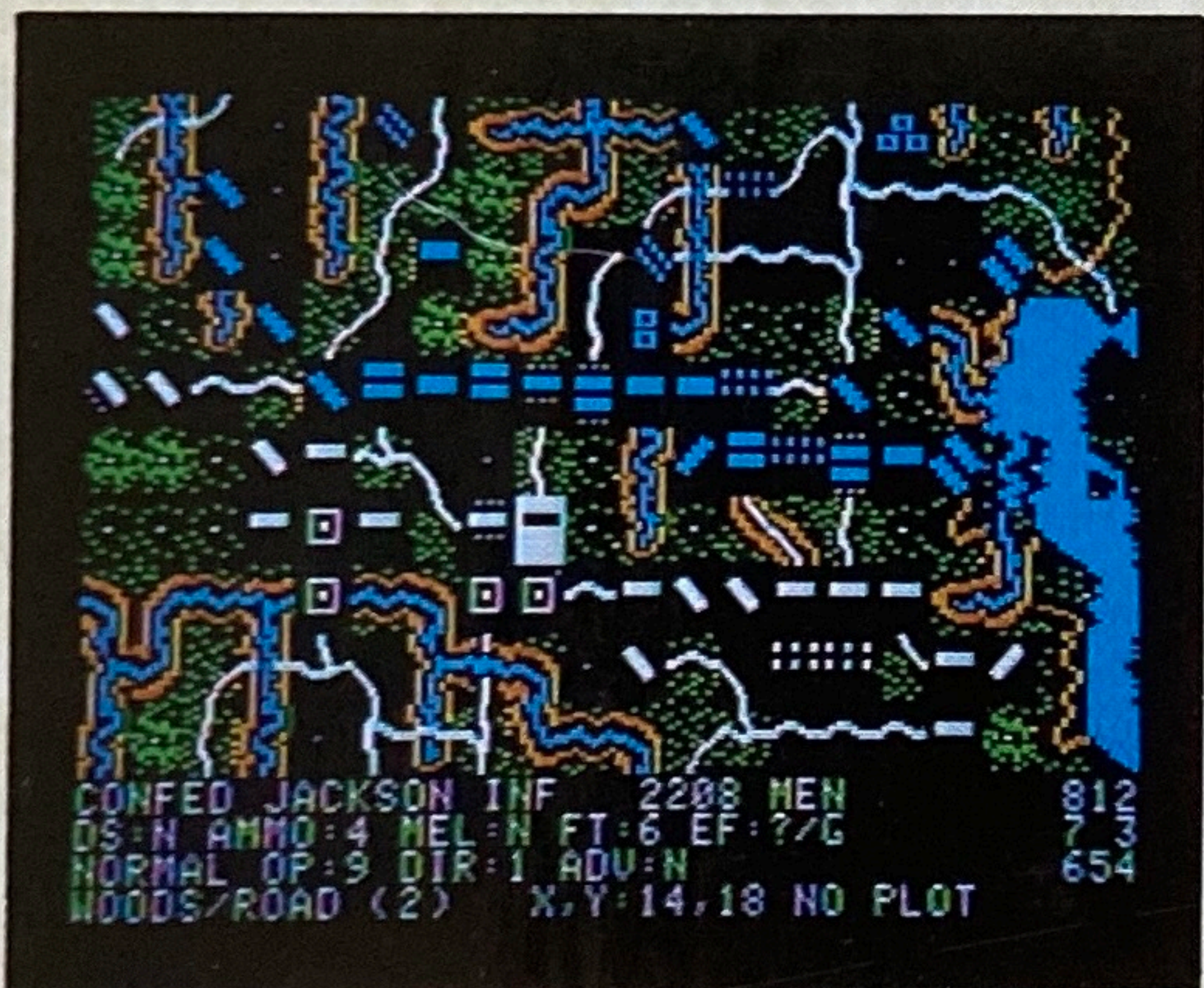
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Until April 6, 1862, General Grant's ascendancy in the Union Army had been relatively uneventful. The few battles he directed had been won without much test of his mettle. But on the dawn of that fateful Sunday, he found the 45,000 men under his command pressed against the Tennessee River at Pittsburg Landing, caught in a surprise attack by Confederate General Johnston and his Army of the Mississippi.

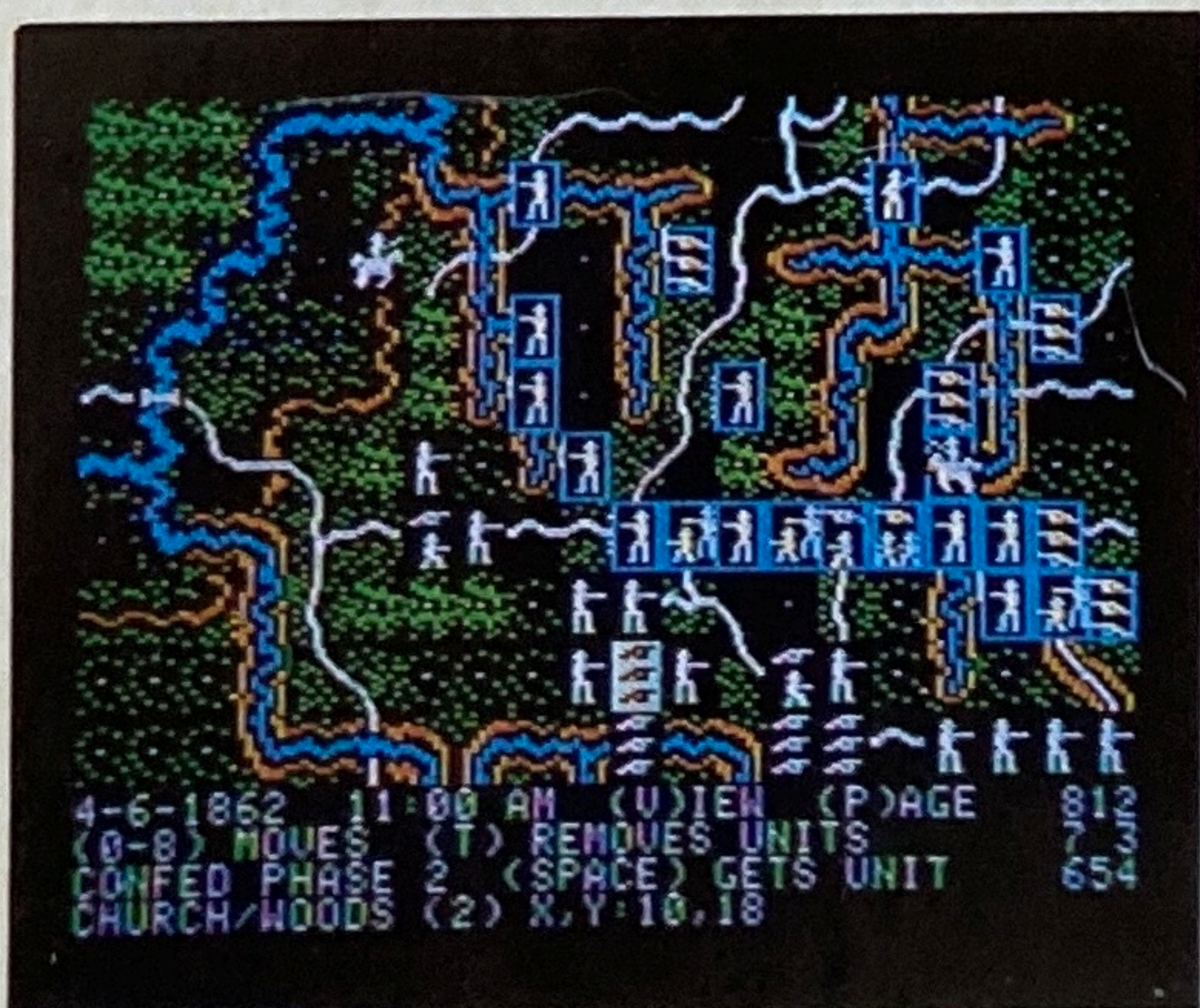
Thus began the Battle of Shiloh, two murderous days that would be Grant's first real trial by fire.



Strategic map allows you to see an overall view of the battlefield.



Tactical display zooms in for a closer look.



Tactical view using icons instead of symbols.

FOR ALL CIVIL WAR FANS

This superb simulation contains three games that are designed to challenge all Civil War fans — regardless of wargaming experience.

The Introductory Game uses simplified rules and options and easy-to-use joystick control to let the novice player jump right into the action.

The Intermediate Game serves as a stepping stone to the Advanced Game, where complex decisions and intricate rules create an incredibly detailed and realistic simulation that will satisfy even the most veteran of wargamers.

AWARD WINNING GAME SYSTEM

This game uses an improved version of the critically acclaimed game system first seen in SSI's *GETTYSBURG: The Turning Point*.™ The Battle of Shiloh is faithfully re-created in 15 turns. All brigades historically present at the battle are included, as are the Federal gunboats *Lexington* and *Tyler*. The 30x30 square-grid battlefield (also provided as a 4-color mapcard) accurately reflects the terrain around Shiloh.

A significant refinement is the ability to switch between a strategic and tactical display anytime during play. Another is the inclusion of special morale rules for "green," untried troops.

Generals Grant and Johnston actually appear in the game as army/corps commanders. They can be injured — or killed (as Johnston was in the real battle).

During solitaire play, the computer can direct either or both sides.

HISTORY REPEATED OR REVISED?

The Battle of Shiloh was a see-saw affair that could easily have been a Union defeat or victory. Now, *you* determine the outcome of Grant's fearsome trial — and his destiny.

Screen displays shown are from the Apple®. Displays from other computer(s) may vary. Apple is a registered trademark of Apple Computer, Inc. MADE IN U.S.A.



SHILOH APPLE

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GRANT'S TRIAL IN THE WEST



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IN THE WEST



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■ Based on the award-winning game system used in GETTYSBURG: The Turning Point.
■ Tactical and strategic displays within the game allow "zooming" in for more detail and "zooming" out for an overall picture.
■ Special rules for green, untried brigades.

- Brigades may breakdown into demibrigades and then reform again.
- Features Grant and Johnston as army/corps leaders. Federal gunboats also included.
- Introductory Game contains joystick option.
- Computer can play either or both sides.

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SHILOH: Grant's Trial in the West was designed by David Landrey and Chuck Kroegel, whose other works include SSI's Rebel Charge at Chickamauga™ and Gettysburg.™

- PLAYING TIME: 10 to 15 hours.
- INTRODUCTORY, INTERMEDIATE and ADVANCED games included.

Art director: LOUIS HSU SAEKOW. Illustrator: JOSEPH CHIODO.

SHILOH GRANT'S TRIAL IN THE WEST

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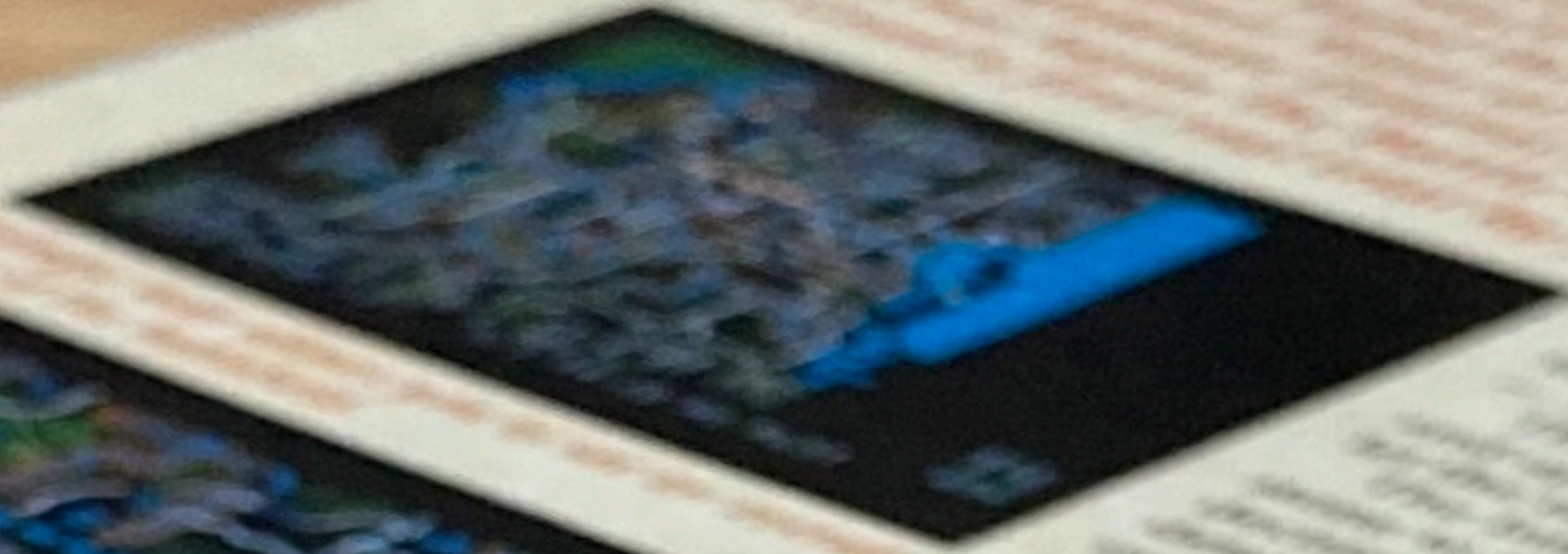
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FOR ALL CIVIL WAR FANS

THE SHILOH TRIAL is a superbly detailed and comprehensive game that will give you the experience of being there. The game is designed to simulate the battle of Shiloh, and the players will be able to see the battle from the perspective of the Union Army. The game is designed to be played by two players, one representing the Union Army and the other representing the Confederate Army. The game is designed to be played by two players, one representing the Union Army and the other representing the Confederate Army. The game is designed to be played by two players, one representing the Union Army and the other representing the Confederate Army.



SHILOH GRANT'S TRIAL IN THE WEST



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A significant refinement in the ability to switch between a strategic and tactical display anytime during play. Another is the inclusion of special movable rules for "green" - untired troops. They can be injured or killed (as Johnston was in the game) and can be replaced by a special rule.

The game also includes a 4-color map of the battlefield, as well as a 4-color map of the entire battle area. The game also includes a 4-color map of the entire battle area.

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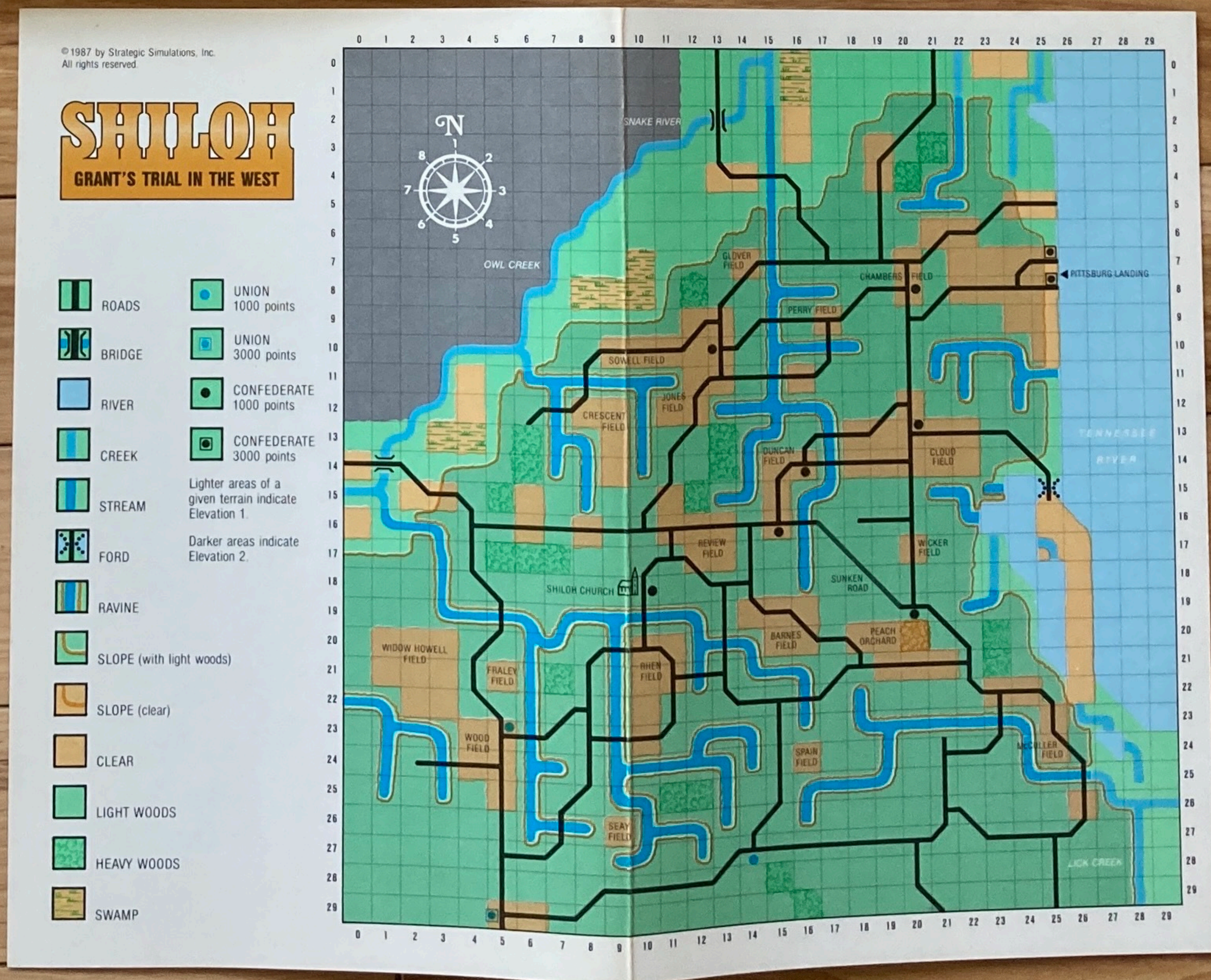
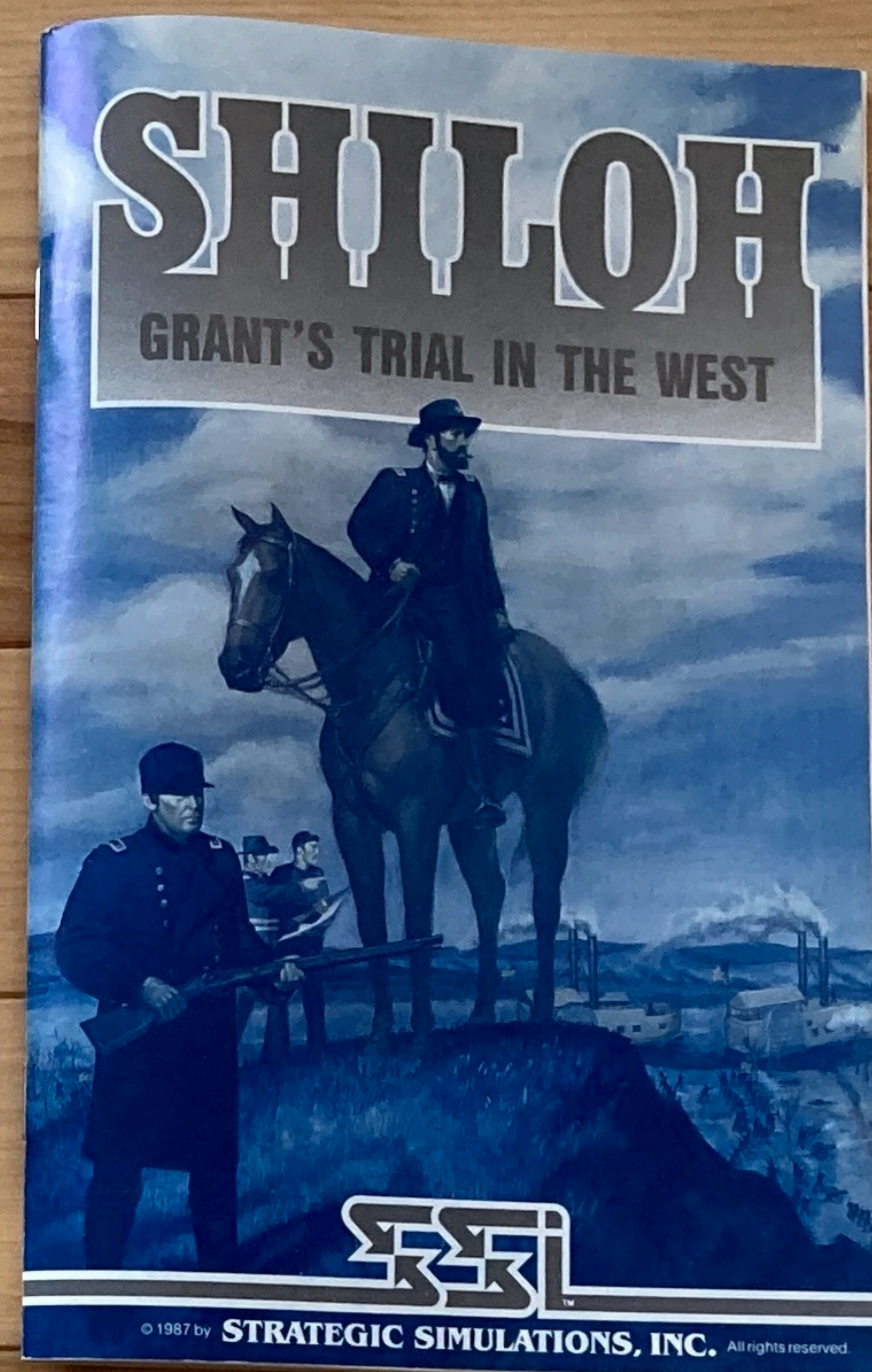
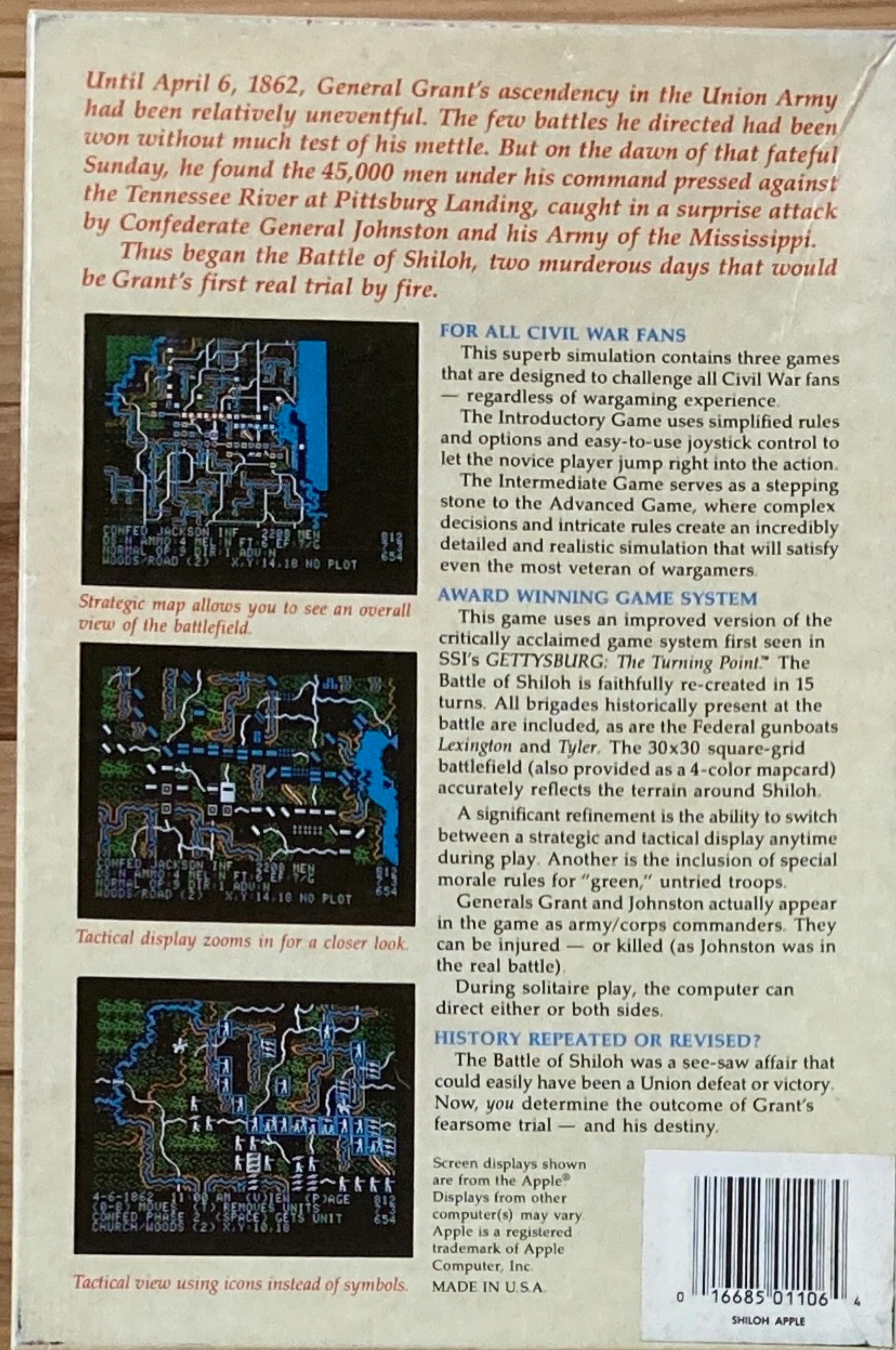
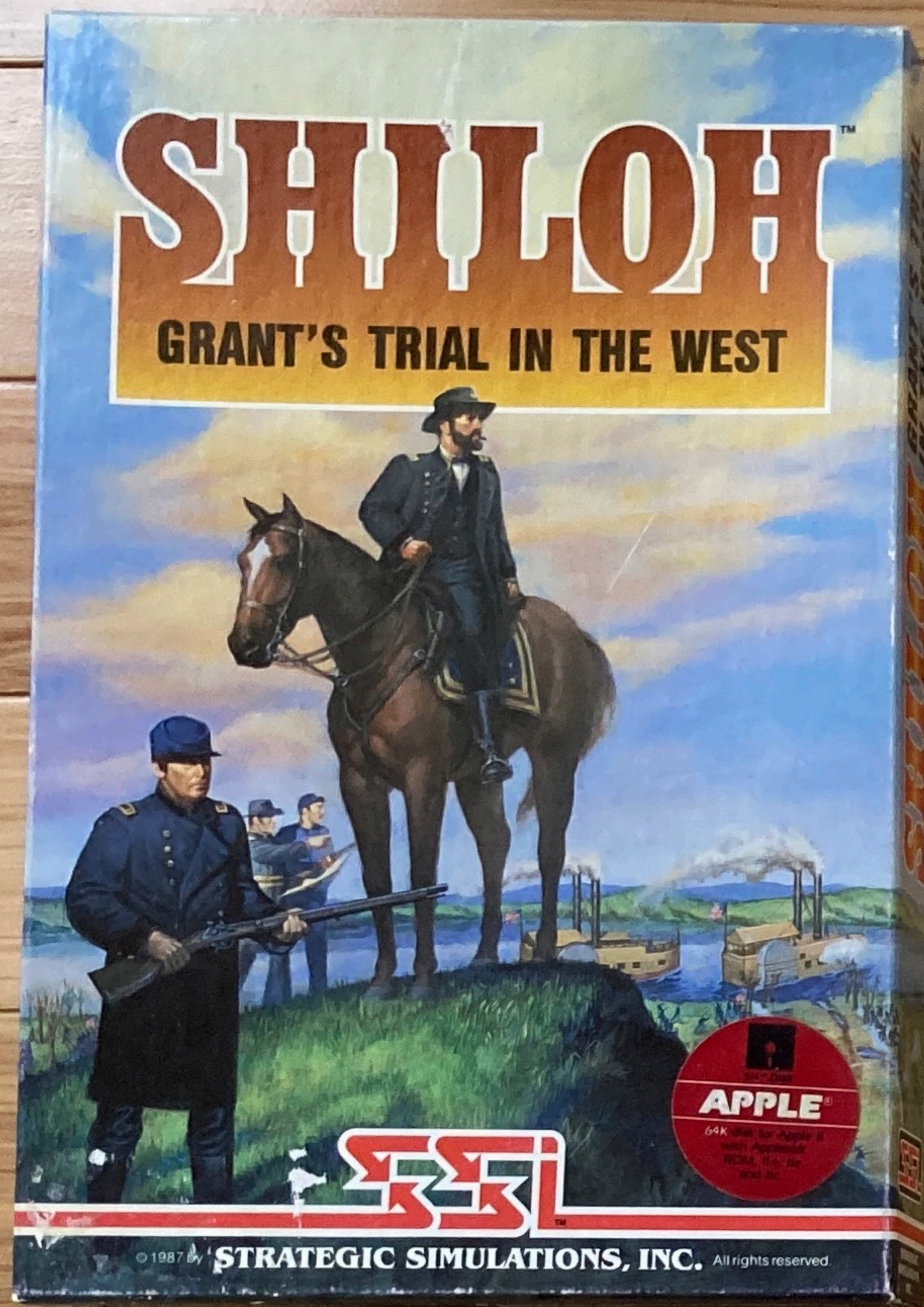


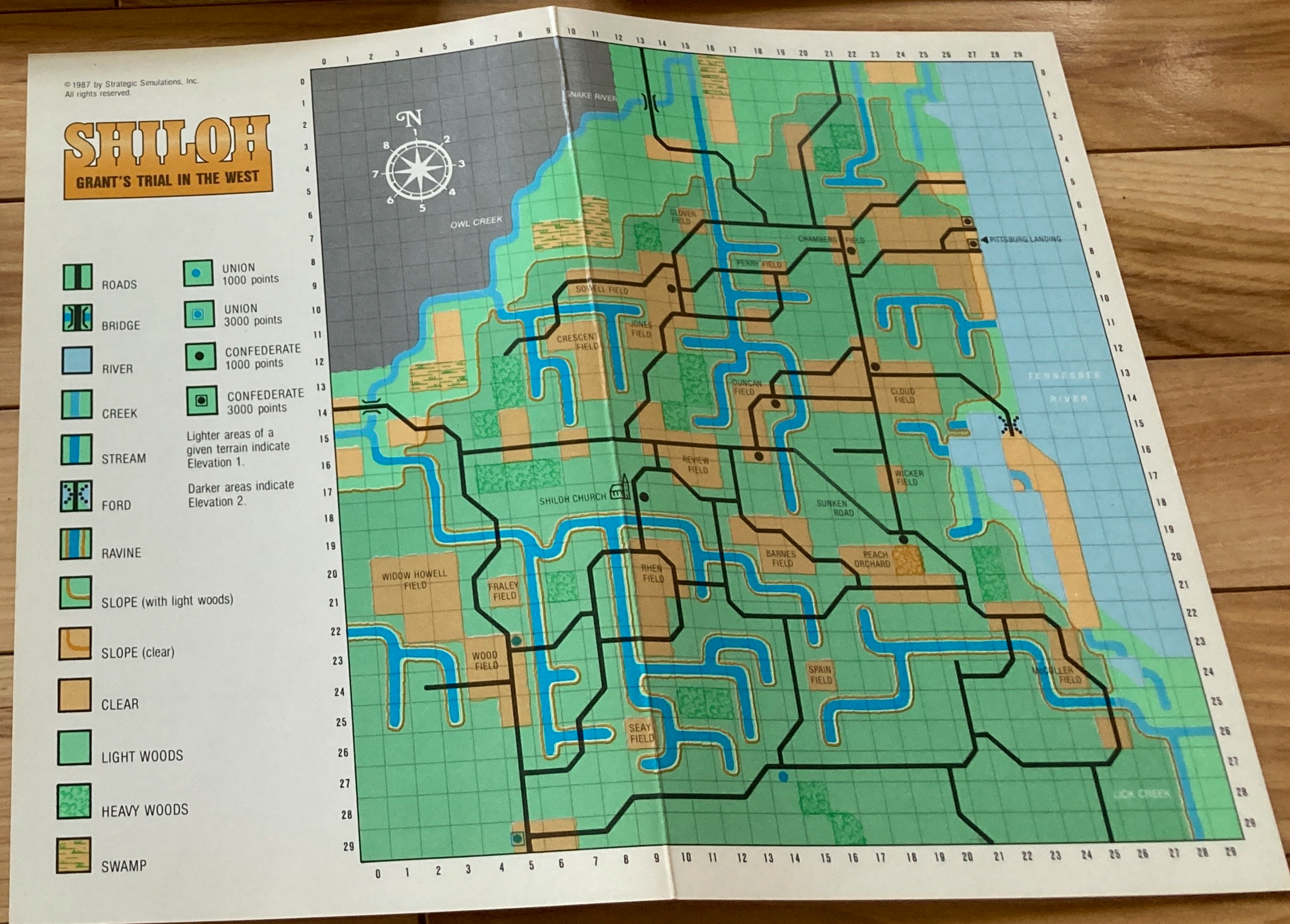
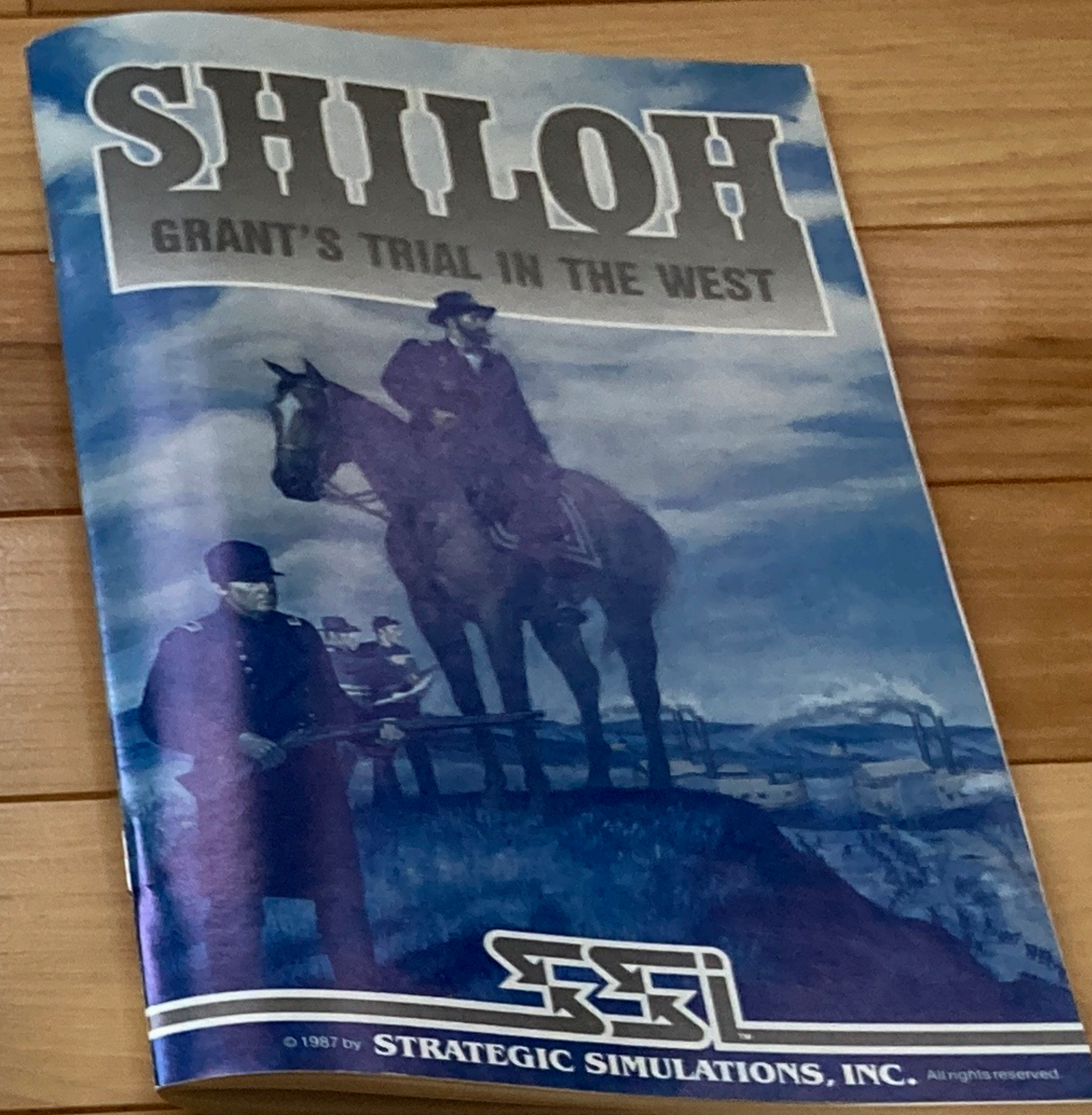
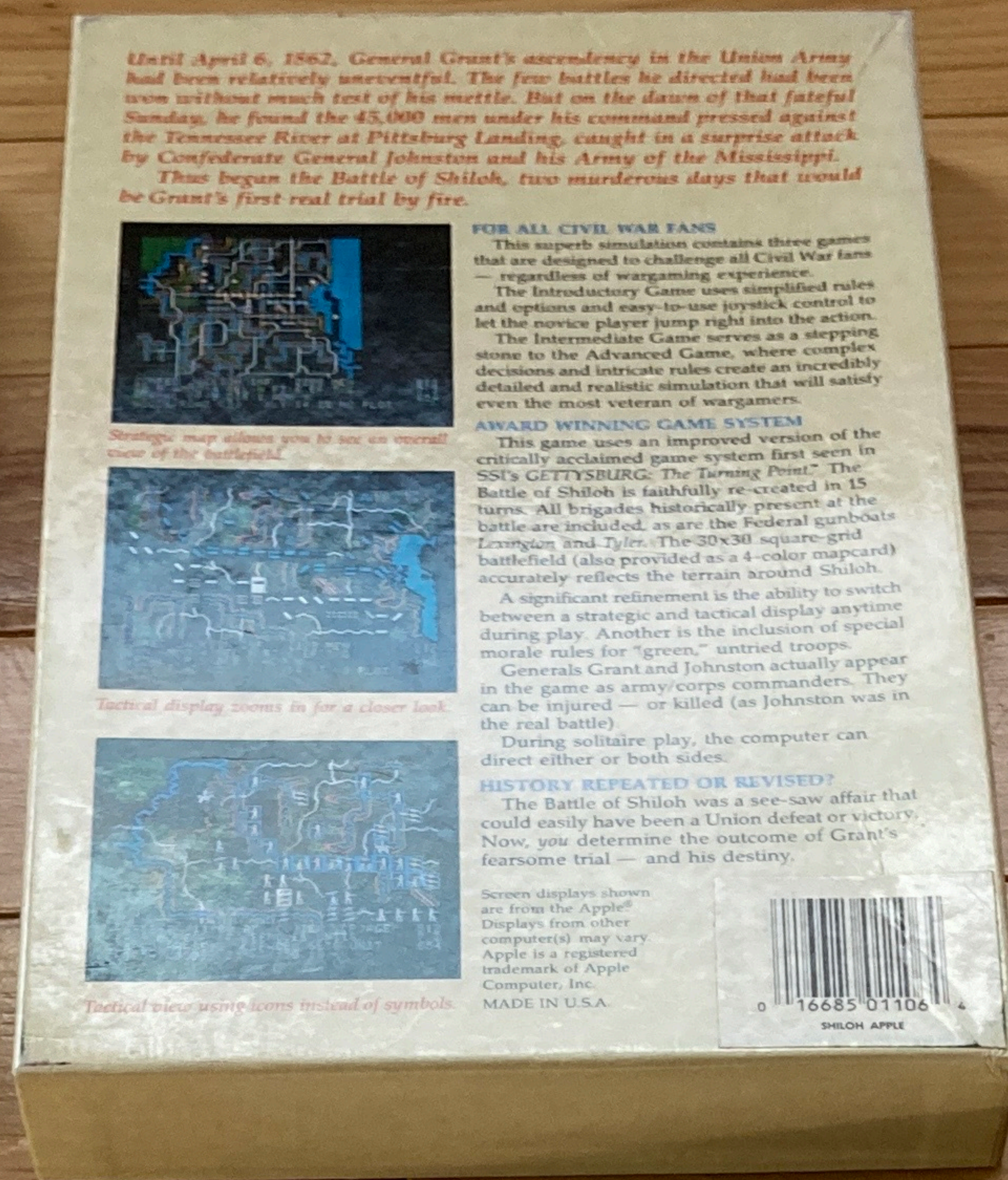
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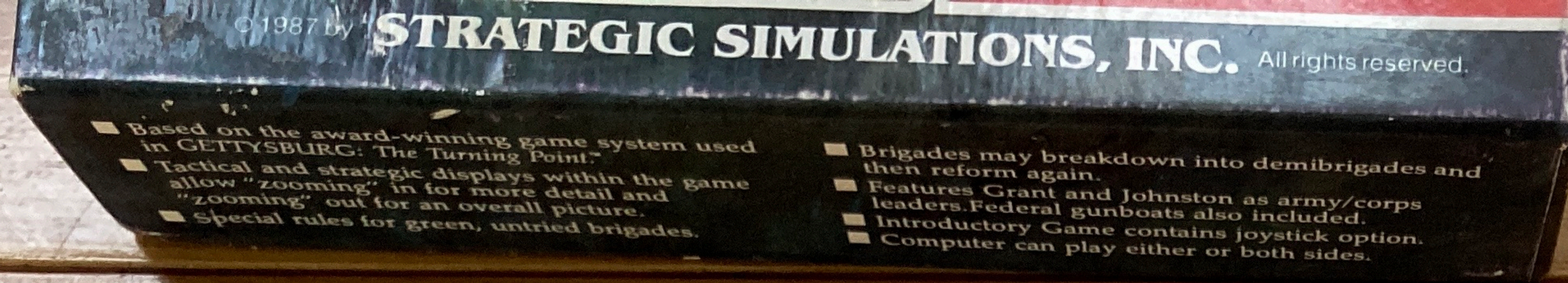
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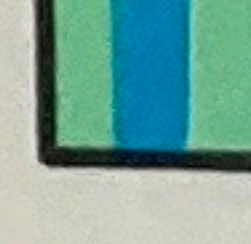


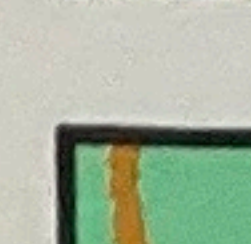







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	ROADS		UNION 1000 points
	BRIDGE		UNION 3000 points
	RIVER		CONFEDERATE 1000 points
	CREEK		CONFEDERATE 3000 points
	STREAM	Lighter areas of a given terrain indicate Elevation 1.	
	FORD	Darker areas indicate Elevation 2.	
	RAVINE		
	SLOPE (with light woods)		
	SLOPE (clear)		
	CLEAR		
	LIGHT WOODS		
	HEAVY WOODS		

APPLE®

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GRANT'S TRIAL IN THE WEST


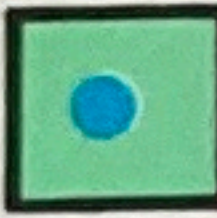

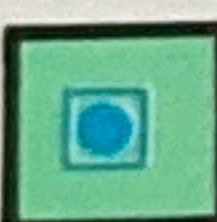








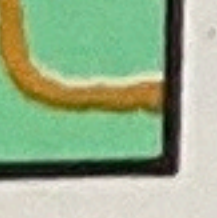



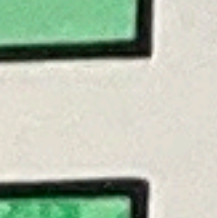
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SHILOH

GRANT'S TRIAL IN THE WEST

- | | | | |
|---|--------------------------|--|----------------------------|
|  | ROADS |  | UNION
1000 points |
|  | BRIDGE |  | UNION
3000 points |
|  | RIVER |  | CONFEDERATE
1000 points |
|  | CREEK |  | CONFEDERATE
3000 points |
|  | STREAM | Lighter areas of a
given terrain indicate
Elevation 1. | |
|  | FORD | Darker areas indicate
Elevation 2. | |
|  | RAVINE | | |
|  | SLOPE (with light woods) | | |
|  | SLOPE (clear) | | |
|  | CLEAR | | |
|  | LIGHT WOODS | | |
|  | HEAVY WOODS | | |
|  | SWAMP | | |



into demibrigades and
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also included
joystick option
either or both sides.

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FIRE AND MELEE STRENGTH MODIFIERS

TARGET LOCATION	FIRE MOD.	MELEE MOD.
Clear	1.00	1.00
Heavy Woods	0.40	0.40
Light Woods	0.70	0.70
Woods/Church	0.70	0.70
Peach Orchard	0.70	0.70
Ravine	0.70	0.70
Stream	0.70	1.30
Swamp	0.80	0.80
Ford/Bridge	0.80	0.80
Higher Elevation	1.00	1.00
Sunken Road	0.70	0.70
	0.50	0.70

FIRING UNIT'S LOCATION	FIRE MOD.	MELEE MOD.
Stream	1.00	0.70
Ford/Bridge	1.00	0.90
Ravine	1.00	0.60
Artillery in Woods	0.70	1.00
All Others	1.00	1.00

SPECIAL CONDITIONS	FIRE MOD.	MELEE MOD.
Target unit is flanked	1.50*	1.50***
Firing unit is disrupted	0.50**	0.50
Firing unit is routed	0.50	0.50
Firing unit out of ammo	0.30**	0.70

MODES	FIRE MOD.	MELEE MOD.
Normal	1.00	1.00
Column	0.30	0.30
Mounted	0.85	2.00
Routed	0.50**	0.50****
Unlimbered	1.00	1.00
Limbered	0.20**	0.50****
Dismounted	0.75	1.00

- * During Final Defensive Fire, the modifier is 0.5 for the flanked unit firing.
- ** May only fire during Final Defensive Fire and with these modifiers.
- *** The flanked defender in Melee and Final Defensive Fire has a modifier of 0.50. The flanker has a modifier of 1.50.
- **** May only defend in Melee and with this modifier.

The Fire and Melee strength modifiers would support the following examples:

1. A target unit in woods on higher elevation than the firing unit would result in modifier of 0.49 (0.7x0.7) in the Fire Phases and the Melee Phases.
2. A target unit flanked by a firing unit in clear terrain would give the firing unit a 1.5 modifier

in the Fire and Melee Phases. In the Fire Phases, the flanked unit would fire with a 1.0 modifier (if it had a target) but would melee with a 0.5 modifier.

3. An artillery unit in woods firing at a unit in woods would receive a 0.49 (0.7x0.7) modifier.

ADDITIONAL MODIFIERS FOR FIRE AND MELEE

Leader Bonus: Direct Modifier. A leader with bonus of 20 would multiply casualties inflicted by the unit it is with by 1.2.

Target Density: For fire combat, 1% more casualties per 50 men when more than 1000 men are in the target square. 1% less casualties when less than 1000 men. Maximum modifier of 1.4.

Density of Firing Unit's Square (Non-artillery): If over 1000 men are firing from the square, a modifier of 1% per 50 men over this number is subtracted from the firing strength (1200 men = .96 modifier). During melee, this modifier is 1% per 100 extra men for an attacking unit (1200 men = .98 modifier).

Fortification Level: The firing unit is penalized by 10% per level that the target is fortified. A fortification level of 5 would give a modifier of 0.5.

Efficiency: Semi-Direct Modifier. For every two points a unit's efficiency is below 100, its strength is reduced by 1%. Example: A unit with 600 men and an efficiency of 60 would have a strength equal to $600 \times .80$ or 480 men.

Fatigue: Semi-Direct Modifier. Strength is reduced by 1% for every 2 points of fatigue. Fatigue of 20 would give a modifier of .90. Example: A unit with 1000 men and 20 fatigue would have an effective strength of $1000 \times .9$ or 900.

Command Control: Direct Modifier. A unit's strength is multiplied by its command control. Example: A unit with 750 men and a command control of 1.3 would have an effective strength of 975.

Artillerymen: Each gun requires 16 artillerymen to fully support it. When artillery fires, it receives a modifier proportionate to the number of men it has to man its guns. A Union artillery unit with six guns would need 96 men to function fully. If it lost 19 men (20%), the unit's strength would be multiplied 0.8 to determine its effective strength (it would be at 80% of full strength).

Random Modifier: 1.0 to 1.2 modified by the level of play.

Unit Outmaneuvered: Firing Unit's strength is cut in half for that attack.

Successful Attack: Firing Unit's strength is increased by 50% for that attack.

Maximum and Minimum Modifiers: All modifiers are cumulative with a maximum of 2.0 and a minimum of 0.2.

All modifiers are cumulative as shown in the example below:

A unit firing under the conditions below would receive the indicated modifiers (all modifiers are multiplied together).

- Firer has 2000 men in square = 0.80
- Target in light woods = 0.70
- Target has 3000 men in square = 1.40
- Firer in column mode = 0.30
- Firer has 75 efficiency = 0.87
- Firer has 15 fatigue = 0.93
- Firer has leader bonus of 15 = 1.15
- Firer has command control of 1.3 = 1.30
- Random modifier is 1.3 = 1.30
- TOTAL** = 0.28

A unit above with 2000 men would fire with a strength of 560. (With rifles at range one, it would kill 22 to 26 men.)

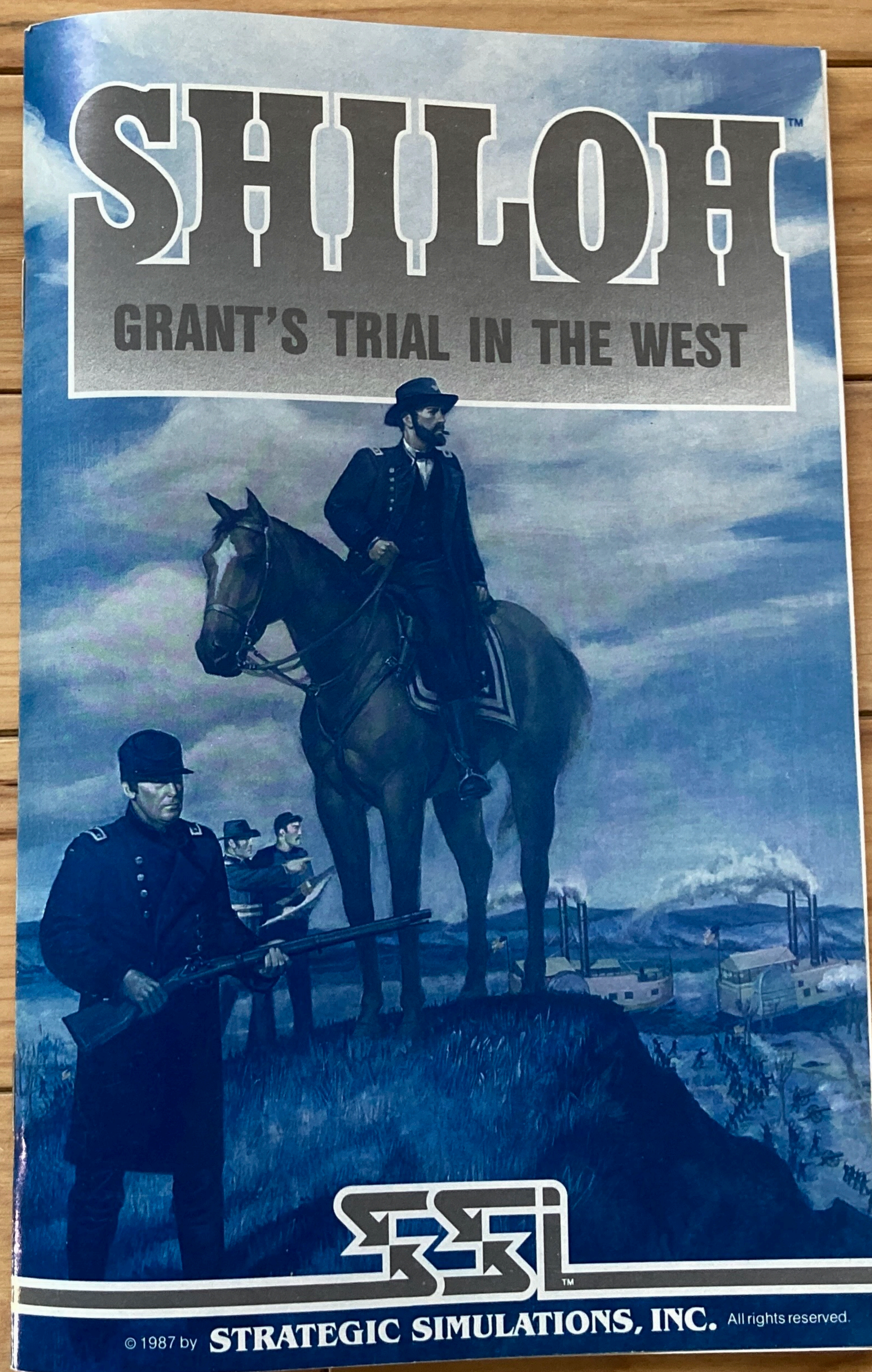
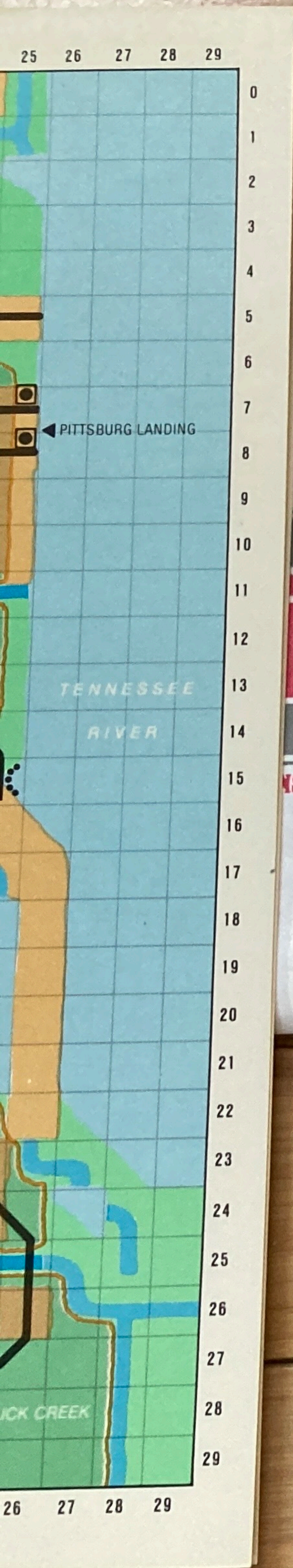
OPERATION COSTS TABLE

TERRAIN/ACTION	INF. DIS. CAV.	MTD. CAV.	LIMB. ART.	UNLIMB. ART.
Clear/Peach Orchard	2(3)	1(2)	2(3)	P
Light Woods	3(4)	2(3)	3(4)	P
Heavy Woods	4(6)	4(6)	7(9)	P
Swamp	6(8)	6(8)	P	P
Ravine	3(4)	7(9)	7(9)	P
Ford	3(5)	1(2)	5(7)	P
Bridge	1(5)	1(5)	1(5)	P
Roads [1]	1	1	1	P
Stream	4(6)	1(2)	5(7)	P

SPECIAL ACTIONS	INF. DIS. CAV.	MTD. CAV.	LIMB. ART.	UNLIMB. ART.
Enter higher elevation	+1	+1	+2	P
Change mode to column, mounted, or limbered [4]	2	2	N/A	2
Change mode to normal, dismounted, or unlimbered [3] [5]	4	4	4	N/A
Enter or leave enemy ZOC	+2	+1	+3	P
Move from enemy ZOC to enemy ZOC [2]	+5	+3	+7	P
Fortify	8	8	P	8
Reorganize	2	N/A	N/A	N/A
Melee (attacker)	2	2	P	P
Melee (defender)	2	2	2	2
Fire in fire phase	2	2	P	4

Numbers in parentheses refer to diagonal moves — directions 2, 4, 6, and 8 (1, 3, 7, 9 on the IBM key pad). For the BASIC game, please ignore the numbers and letters printed in blue. ZOC stands for zone of control, which is a wargaming term for the squares next to a unit. P = Prohibited and N/A = Not Applicable.

- Notes:**
- Gunboats pay 1 OP per square.
 - Unit 107 (TENN ARM artillery unit with S24 guns) pays triple movement costs (including elevation).
 - Column or mounted mode road-to-road movement costs 1 operations point (2 operations points to enter a road in a ravine).
 - Operations points to enter Sunken Road in normal or dismounted state are doubled.
 - OP costs are doubled during the night turns.
 - Retreats and Advances have no OP cost.
- [1] Infantry units must be demibrigades (A and B reorganized) to receive road movement benefits.
- [2] In order to be able to move enemy ZOC to ZOC, a unit must be moving into a friendly occupied square.
- [3] Artillery units cannot change mode in a ravine square.
- [4] Units in woods pay 3 OPs to change into these formations. Units pay 2 extra OPs if in an enemy ZOC.
- [5] Units in woods pay 6 OPs to change into these formations. Units pay 2 extra OPs if in an enemy ZOC.



The main job of the Confederate player is to hold on to the Victory Squares he won on the first day. This is not to say that local counter attacks are inappropriate to take advantage of Union over confidence.

Tactics

Below are listed a number of suggestions and hints to sharpen the tactical edge of the armies. Well conceived and thought-out plans can be foiled and defeated with poorly executed maneuvers.

1. Artillery is a potent weapon. Its weakness is the exposed crew. Players will find that extended artillery bombardments will result in units low in ammo and morale. Rest your artillery. There are times when you shouldn't fire until you see "the whites of their eyes". Before you assault an artillery position, be sure that the opposing artillery has been weakened.
2. Flank shots not only give a bonus in fire combat, but give a significant bonus in melee.
3. Watch for disrupted units. They can't fire most of the time and are reduced in melee on the defense (they can't even attack on the offense).
4. Retreat units with a low efficiency before they rout. Once a unit with an efficiency of less than 40 routs, it can never be rallied.
5. Watch your command control. It has a tremendous effect in the game. Keep your brigades, divisions, and corps together.
6. Be careful where you place leaders. Their loss can be catastrophic to your command control.
7. Keep in mind that enemy units will lose a considerable number in captured men when they rout in an enemy ZOC.
8. Melee is deadly in this game. All units involved are greatly affected. It does put the matter of who owns the square to rest — quickly.
9. Be aware that in this game, advantages have been given to the attacker who moves next to the enemy, especially in woods.
10. Watch the various modifiers on a unit's strength. A unit can very quickly be reduced to practically nothing, given enough modifiers applied against it. Be careful to rest fatigued units. Fatigue directly affects strength and brings a unit closer to the breaking point. Resting also restores efficiency.
11. Study the terrain and elevation of the ground you are fighting over. Clear lines of sight, especially for artillery, will make a difference.
12. Make sure you will have enough operation points to fire and/or melee.
13. Use double-time marching judiciously.
14. Fortify whenever you are not in contact with the enemy. Give yourself enough time to recover from the fatigue.
15. Remember that the "NO FIRE" plot will allow a unit to fire at units next to him, but not any further. A handy way to conserve ammo and fatigue for long-ranged artillery.
16. Units can plot fire into an empty square in anticipation of enemy units moving into that square the next phase. This option allows you to control your fire on an advancing enemy line.
17. Avoiding losing extra units in vain attempts to rescue surrounded forces. The most common result of such attempts is to lose the rescue forces as well. ■

COMMAND CONTROL EXAMPLES

The examples below involve the brigades of McDowell, Stuart, and Buckland of Sherman's Division of Grant's Corps.

During the Command Control Phase, Grant is declared as CONFIDENT and Sherman is CONFUSED. The brigades of Sherman are situated as follows (#4 is a unit from a different division, but same corps): Keep in mind that a unit loses 5 command points per square away from its other half brigade, or division leader, and loses .5 command points (Union) per square away from its corps commander.

#1 SHERMAN				#2
#4 GRANT		#3		

The #1 unit has the leader Sherman attached to it. The #4 unit belongs to a different division and has Grant attached to it.

The #1 unit is a full brigade that is 0 squares in range from its divisional leader and 2 squares from its corps commander. It is docked 0 command points for the half brigade (the brigade has not broken down), 0 command points for the divisional leader, and 1 command point for the corps commander. Its base command control is 28/1 or 28.0 which is rounded down to the maximum of 1.5.

The #2 unit loses 0 for the half brigade, 20 for the division, and 2 for the corps. Its base is 28/22 or 1.27 which is rounded down to 1.2.

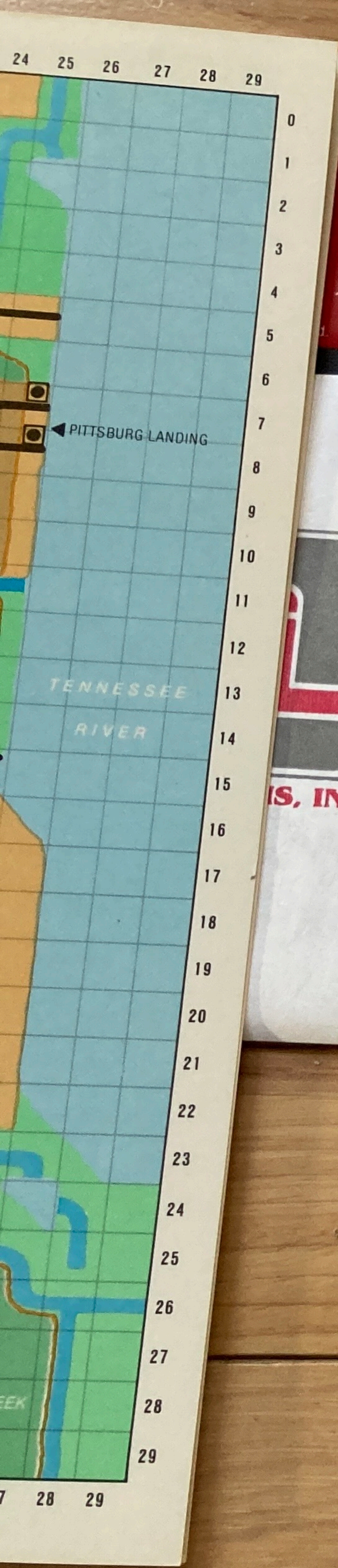
The #3 unit loses 0 for the half brigade, 10 for the division, and 1 for the corps. Its base is 28/11 which is rounded down to the maximum of 1.5.

Since Grant was declared CONFIDENT, none of the units of this corps lose additional points for the performance of the corps leader; Sherman however was CONFUSED, subtracting 0.3 command control from each brigade in his division. This results in unit #1 receiving a final command control of 1.2, unit #2 a command control of 0.9, and unit #3 a command control of 1.2.

In the example above, if Grant had been attached to unit #2 instead of unit #4, the special rule that units in the same square or next to a corps commander ignore the range of their division commander would go into effect. This would result in the following command control values:

Unit #1	HALF	= 0
	DIV	= 0
	CORPS	= 2
	BASE	= 28/2 or 1.5
	CONFUSED	= -0.3
	FINAL	= 1.2
Unit #2	HALF	= 0
	DIV	= 0
	CORPS	= 0
	BASE	= 1.5 (MAX)
	CONFUSED	= -0.3
	FINAL	= 1.2
Unit #3	HALF	= 0
	DIV	= 10
	CORPS	= 1
	BASE	= 28/11 or 1.5
	CONFUSED	= -0.3
	FINAL	= 1.2

The above examples illustrate the need for proper placement of division and corps commanders. It shows how a corps commander can bolster the control of a dispersed division.



DISRUPTION TABLE

A unit has a chance of being disrupted based on the number of men in the unit and its number of casualties. The chart below gives some examples:

MEN IN UNIT	NO CHANCE OF DISRUPTION	CHANCE WITH 20 LOSSES	CHANCE WITH 40 LOSSES	CHANCE WITH 60 LOSSES	CHANCE WITH 80 LOSSES	CHANCE WITH 100 LOSSES	CHANCE WITH 120 LOSSES
500	less than 7 losses	11%	27%	42%	58%	73%	100%
1000	less than 15 losses	6	21	37	53	68	100
1500	less than 19 losses	1	17	32	48	63	100
2000	less than 26 losses	0	12	27	43	58	100

DISRUPTION RECOVERY TABLE

Recovery from disruption is based on command control and whether or not a unit is in an enemy ZOC.

COMMAND CONTROL	NO ENEMY ZOC	IN ENEMY ZOC
.5	35%	17%
.6	40%	20%
.7	45%	22%
.8	50%	25%
.9	55%	27%
1.0	60%	30%
1.1	65%	32%
1.2	70%	35%
1.3	75%	37%
1.4	80%	40%
1.5	85%	42%

WEAPON/RANGE CASUALTY TABLE

WEAPON TYPE	ABBREV.	RANGE IN SQUARES					
		1	2	3	4-6	7-10	11-15
Musket	MSK	3	0	0	0	0	0
Rifle	RFL	4	2	0	0	0	0
Rifle/Musket	R/M	3	1	0	0	0	0
Rifle/ Henry Repeater	R/H	5	2	0	0	0	0
Rifles/Carbines	R/C	4	1	0	0	0	0
Carbines	CRB	4	1	0	0	0	0
Shotgun	SHG	4	0	0	0	0	0
Pistol	PST	2	0	0	0	0	0
12 lb. Napoleons	NAP	14	4	2	1	0	0
10 lb. Parrott	P10	8	5	4	2	1	0
12 lb. Howitzer	H12	16	2	2	1	0	0
6 lb. Smooth Bore	SM6	8	2	2	1	0	0
James Rifle	JRG	8	5	4	2	1	0
Siege Gun	S24	18	6	4	2	2	1
32 lb. Smooth Bore 8 in. Dahlgren	NG8	20	3	1	1	1	1

The number under the range column corresponding to the proper weapon type is the number of men suffered as casualties per 100 men firing for small arms and per one gun for the artillery. The casualties derived here are further modified by various strength/casualty values.



QUESTIONS OR PROBLEMS?

Our main business telephone number is (415) 964-1353.

We also have a Technical Support Hotline number: (415) 964-1200, which you can

call if you have problems with your disk or need a clarification of the game and/or rules.

Both numbers can be called every weekday, 9 to 5 Pacific Time.